Treasure Chests:

Copper 1: 1 copper treasure, 2 conquest tokens, 50 gold.
Copper 2: 1 copper treasure, 2 conquest tokens, 1 curse.
Copper 3: 2 copper treasures, 1 conquest token, 2 curses.
Silver 1: 1 silver treasure, 2 conquest tokens, 100 gold.
Silver 2: 1 silver treasure, 2 conquest tokens, 1 curse.
Silver 3: 2 silver treasures, 2 conquest tokens, 2 curses.
Gold 1: 1 gold treasure, 3 conquest tokens, 1 curse.
Gold 2: 1 gold treasure, 2 conquest tokens, 2 curses.

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The Crippled Village

By Mattias Brodda

Scenario Background

After nearly a month on the road, you arrive tired and cold in the small village Billerton. Just as you are settling in around a table at the local inn, a man swings the inn doors wide open. The man looks a lot more wealthy than the other dwellers of the village, and you can only guess that he is the mayor of the village.
"I could hardly believe what my aides told me!", he shouts out before moving quickly to your table. "For months we have pleaded to the king for help but aid has not come! Half of our livestock has disappeared since the dark beings began to stir in the abandoned old tower on the other side of the river. As if that was not enough for our small village, two days ago they came into the village, burned several buildings and and kidnapped 5 of our children, including my youngest daughter!". Obviously in distress, he continues,
"Yesterday we sent three of our best guardsmen to the tower to look for the children but they have not returned, i fear they have succumbed to the forces within the tower". The man looks at your armor and equipment for a second and then pleads, "Please, i beg you! Adventurers of your caliber seldom come through these parts of the realm, would you please find it in your hearts to put an end to the darkness stirring in the old tower and save our children?" You look at each other and without uttering a word you all nod slowly. This is no ordinary beastmen raid party or kobold nest which you have dealt with previously, this is must be something bigger. Also with the thought of an old tower in mind, your mind starts to wander and you imagine the treasures that might be stored within such a tower.
When the mayor notices your nods he first shakes his head in disbelief then yells out with joy:
"Oh thank you! Please have a feast on my expense tonight and I will make sure you get the finest rooms the inn has to offer so that you are fully rested tomorrow when you make your way to the tower."
Said and done, you order the finest meals and beverages the inn can provide, and after the feast you ask for the keys to your rooms and get the first night of good sleep in a long time.
The next morning, feeling brand new, you set out towards the tower. After an hour of walking you reach your goal and you can clearly see the dark magics emanating from the tower structure itself. You see that one of the massive stone doors stands ajar so you step inside...

Mission Goals

Your goals are to put an end to the plans of the foul beings residing within the tower, find and rescue the missing children and look for the three guardsmen that was sent to the tower the day before today.
If you can activate some of the ancient glyps of transport found in the tower, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, then the dark tower will have triumphed over you and the village of Billerton will continue to live in fear.

Area 1

As you arrive into the great entrance hall of the tower, the tall heavy stone door shuts behind you leaving you in the dark. As you manage to light a torch you are met by the grins of four stone statues, shaped like four legged demons from hell. You quickly forget about the statues when you realise the welcoming party is standing in the hallway, ready to greet you in their own dark way. At the feet of one the beasts you see a burnt and badly wounded body which can only be the remains of one of the guardsmen.

Important: The Hell hounds in this area are statues and cannot attack, be attacked or moved in any way.

If a hero moves onto the '?' in this area, he or she may search the body by spending two movement points:

You approach the body that lies face down and turn the body over. You notice that his face and hands are blackened and blistered, his leather armor charred, and that mortal wounds has been dealt to his torso. You take what can be of use, and move on.

The hero that performed the search receives 25 gold and draws one copper treasure card.

Area 2

As you open the great door you are met by a corridor turning to the right and sloping downwards. Just as you start to enter the corridor, you hear a hissing sound from the ceiling as a large spider starts to lower itself from the ceiling on a long string of web silk, looking to encase you in a finely spun cocoon.

Area 3

When you descend down the stairs you are met by an increasingly dank and cold atmosphere, and as you set your foot down on the floor after the last step you notice the floor is wet and muddy. Around the bend of the corridor, you can hear snarls and footsteps approaching, which can only mean more trouble...

Area 4

Swinging open the rotten wooden door, the rank smell of a badly kept prison hits you in the face. Two cells line the corridor walls, both of them filled with bloodthirsty monsters. You notice an old and rusty lever out of reach 3 meters up the wall. You also notice that in one of the cells the monsters feast on a corpse and in the back room you spot a large ogre. As soon as he notices you he roars out, "RAAAAARH! We have company you lazy dogs!.". He then contiunes to laugh manically as he pushes the large blood stained boulder into motion.

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If the Master Ogre, at the end of the overlords turn, occupies same space as the '?' located in the back room of this area, the following occurs:

The ogre reaches up high on the wall and effortlessly pulls a large lever located there. With a bone chilling metallic grind, the prison cell doors are lifted and the blood frenzied monsters turn away from their feast and turn their attention to you instead.

Remove the pools of water in this area representing the prison cell doors.
(Note: The lever cannot be pulled by the heroes in any way)

If a hero moves onto the '?' in the northern cell in this area, he or she may search the body by spending two movement points:

You approach the body that lies on the side. Parts of his legs, arms and face have been partly eaten but most of his equipment seem intact, except that it is soaked in blood. You take what can be of use, and then turn away from the horrific sight of the corpse.

The hero that performed the search receives 75 gold and draws one silver treasure card.

Area 5

As you ascend the flight of stairs, still looking upwards, you realise where all the lost cattle of the villlage have gone. Rows upon rows of crudely slaughtered cows line the ceiling, every single one dripping blood. As you look around the room, you notice the blood is pooling around the room. The butcher of the tower is standing in the middle of room, just finishing gutting another cow as if it was a fish in his large hands.
When he notices you, he hisses "Aaaah, fresh meat!". He stabs the butchering block with his knife and leaves it there, only to go after you with an enormous tenderizing hammer.

The Giant in this area is called the The Butcher. The Butcher has the same stats as a normal Giant, with the exception of 9 extra wounds, and 1 less armor.
At the start of the overlords turn, The Butcher takes a bite out of the gutted cow in his hand to restore some health. For this the overlord rolls a white and a black dice and restores wounds according to the amount of hearts rolled.

Area 6

The magically sealed door reacts to the magic rune, and slowly opens.. While the door is opening you hear the sound of shattering stone and you realise that the hellish decorations in the entry hall have come to life. Before the door even has fully opened you are greeted by the zing of an arrow passing by.

When revealing Area 6 by activating the Red glyph door the hell hounds in Area 1 are now treated like normal hell hounds and master hell hounds.

Area 7

As you ascend the flight of stairs, you are greeted by the distinct smell of burnt air. You enter the antechamber of what can only be a summoning chamber. Arcs of lightning are continuously jumping around within the summoning chamber, illuminating the whole floor thanks to the many mirrors hung on the walls. A dark circle of summoners are focusing all their energy on powering a portal located on the floor. On the floor near the summoners each of the five children can be seen, all of them injured, terrified and hiding in the corners of the room.
Suddenly with a blinding flash, the portal comes alive and shortly after a large demonic being materializes in the middle of the room. The demon seems to be surrounded by a static field fueled by the powers of the summoners who still are focusing most of their energy on the demon.

The sorcerers in this area are Summoners. they have the same stats as Sorcerers and Master Sorceres with the exception of 2 less movement points as long as their demon is alive, due to them focusing most of their energy on it.
The demon spawned by the Summoners is a Lightning demon, it has the same stats as a Master Demon with the exception of 6 extra wounds and Sorcery 3 replaced with Pierce 3, and is spawned on top of the portal symbolized by the lava tiles in the centre of the room.
The Lightning demon uses the Lightning breath template when attacking.
The static field of the Lightning demon will deal damage to a hero whenever that hero successfully attacks the Lightning demon with a melee attack. The damage inflicted on the hero is determined by rolling 1 white dice + 1 black dice for every Summoner alive in Area 7. The damage cannot be reduced.

The portal is kept alive as long as atleast one of the five Summoners are alive. While the portal is kept alive the overlord may spawn monsters on the four portal tiles in Area 7 regardless if heroes have line of sight to them or not, but the spawning area is confined to those four squares. While the portal is kept alive the overlord may not spawn monsters elsewhere in Area 7 but Area 1-6 are still possible to spawn in. Heroes may not end their turn on the portal squares.

The heroes are considered victorious when the five children have been safely transported to town and when the Summoner circle and the Lightning demon has been killed.

If a hero moves onto the northernmost '?' in this area, he or she may search the body by spending two movement points:

You approach the body and at a quick glance you would guess that this is the leader of the small troop of guardsmen sent to the tower. His death can only be the work of the dark summoners. You search his corpse for useful equipment, sweep his cape over his face and then move on.

The hero that performed the search receives 125 gold and draws one gold treasure card.

If the heroes kill the Lightning demon:

As the last hit lands, the Lightning demon roars out in pain and it starts to violently thrash around before finally toppling over. As it hits the ground it's demonic form shatters viloently as if it had turned to stone, and a myriad of small lightning bolts are freed into the room.

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By killing the Lightning demon the heroes gain 2 conquest tokens.
Each hero and monster within 5 spaces of the Lightning demon when it dies are hit by the small lightning bolts and suffer damage equal to the damage of a roll on the white dice. The damage cannot be reduced.

If the heroes kill all five Summoners:

> As the last Summoner hits the floor, a cloud of dark smoke emerges from the portal and starts roaring around the room, dragging the remains of the now screaming summoners back into the portal, after which the portal closes, leaving the room once more silent.

By killing the summoner circle and closing the portal, the heroes receive 2 conquest tokens.
Remove the lava tiles representing the portal. Overlord spawning now works as normal again.

If a hero moves onto a '?' in the south part of this area, he or she may pick up the child lying on that square by spending one movement point.

> You approach the terrified child and reach out a hand. The child first seems unaware of your presence, but then suddenly becomes aware of you and reaches out both arms toward you.

The '?'-mark representing the child is put into the hero's backpack as a normal item. A hero may carry a maxiumum of two children.

**If a hero return to the city carrying one or two children, the child is removed from the backpack and put into the city.
If all five children have been rescued by bringing them to the city, the following happens:**

> As you transport to town again, the last rescued child runs eagerly to it's awaiting mother. Beside her stands the mayor, who embraces them both, ovewhelmed with happiness that his child is safe once again..

By rescuing the missing children, the heroes receive 2 conquest tokens.

If a hero is killed carrying one or two children, the '?'-mark(s) representing the child or children is placed on the ground where the hero was killed, and the overlord receives 5 threat tokens per dropped child.

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